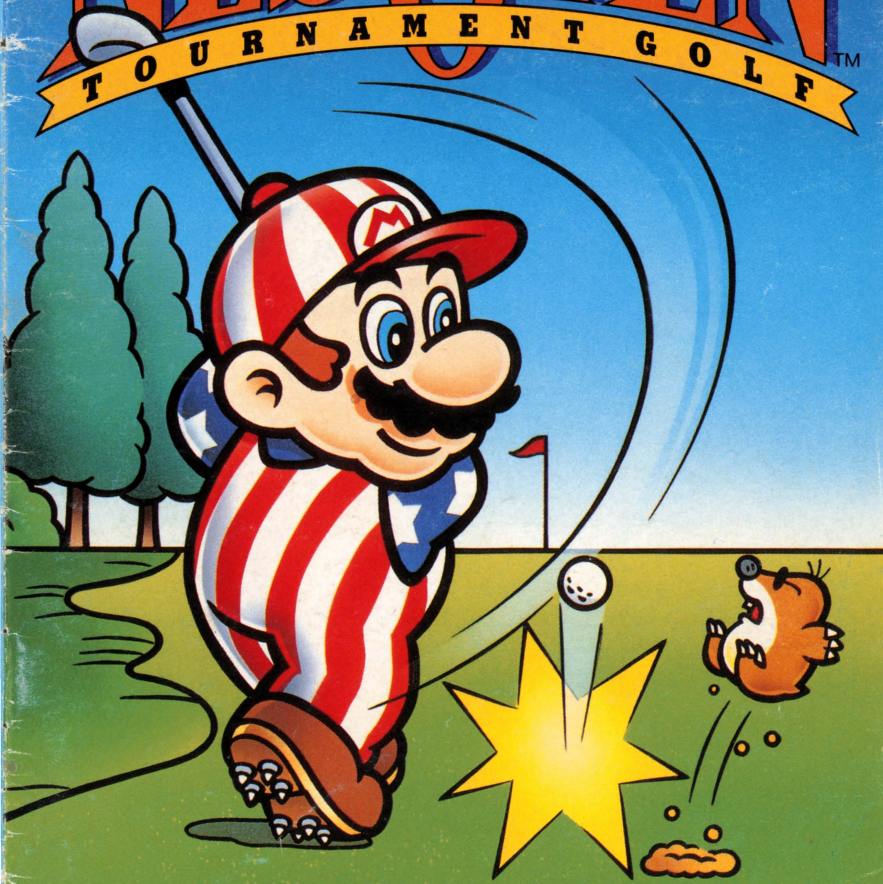
NES OPEN

TOURNAMENT GOLF™



INSTRUCTION BOOKLET

Ⓣ

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

⚠WARNING⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

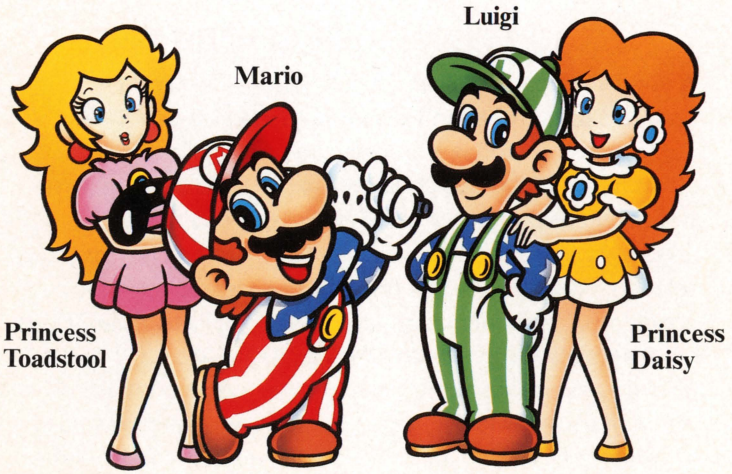
A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Thank you for selecting the NES Open Tournament Golf™ for your Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

CONTENTS

A MESSAGE FROM MARIO 4
CONTROLLER FUNCTIONS AND SAVING THE GAME 5
SELECTING THE GAME MODE 6
VIEWING AND OPERATING ON THE PLAY SCREEN 9
SCREENS YOU CAN VIEW DURING PLAY 15
TOURNAMENT PRIZE MONEY 16
PLAYER RANK 18
CLUBHOUSE 19
HOW NES OPEN GOLF RULES DIFFER FROM REAL GOLF 23
HINTS FOR BETTER GOLFING 24
DATA FROM THREE COURSES 25



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A MESSAGE FROM MARIO

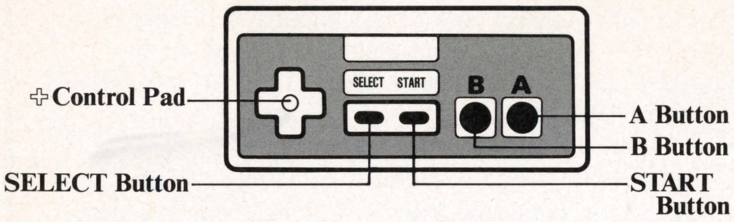
Hello fellow golfers! I've always wanted to participate in a big time golf tournament with course locations in different countries but I never thought I'd get the chance to do it. Well a few months ago I was surprised by an invitation to participate in the NES Open Golf Tournament! The competition is going to be tough, as Steve, Mark, Tony, and Billy have more experience than I do. But I'm asking all of you that have the NES Open Tournament Golf Game Pak to help me to become a million-dollar tournament player. Together, I know we'll be VICTORIOUS! Now, let's go play some GOLF!



CONTROLLER FUNCTIONS AND SAVING THE GAME

For the 1 player game use controller 1
For the 2 player game use controllers 1 and 2

Controller 1 / Controller 2



Control Pad

Left, Right	Change Direction of Hit
Up, Down	Change Selection / Hit Ball High or Low

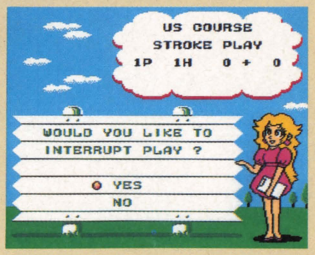
A Button	Accept / Hit Ball
B Button	Cancel / Go Back One Screen / Show Lie
START Button	Interrupt Play
SELECT Button	Options

SAVING THE GAME

Pressing the Start Button during the game will save the game data.

Note: If you quit a tournament without saving the game, you will be scratched from the tournament and $1,000 will be deducted from your winnings.

CAUTION: TO AVOID DAMAGING SAVED INFO, HOLD THE RESET BUTTON AS YOU TURN THE POWER OFF.



SELECTING THE GAME MODE

Make your game selection by pressing the top or bottom of the ✣ Control Pad followed by the A Button.





STROKE PLAY

This game's winner is decided by your total stroke count for 18 holes. Two players can play when player 1 uses controller 1 and player 2 uses controller 2.

MATCH PLAY

This game is decided by who wins or loses at each hole. The player who wins the most holes wins the game.

■Playing Alone

Your opponents are the computer players when you play alone. This game has five opponents of varying levels, so select the opponent you want to play before starting the game.

Here are the five computer players:

The 1st Opponent: Luigi
Level - Beginner 1







The 2nd Opponent: Steve
Level - Beginner 2





The 3rd Opponent: Mark
Level - Amateur



The 4th Opponent: Tony
Level - Semi-Professional





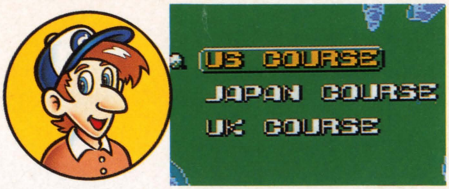
The 5th Opponent: Billy
Level - Professional

Two Players

Player 1 using controller 1 competes against player 2 using controller 2. Either player may "give up" during the game by pressing the Select Button and then the A Button. The player who gives up will forfeit that hole to the other player.

TOURNAMENT

There is a stroke play tournament and a match play tournament. You may also select between 18 or 36 hole tournaments and three different courses-one in the US, one in Japan, and one in the UK.



Stroke Play Tournament

36 computer opponents and you will compete for the best stroke count for the course. If your player ranking goes up, the prize money will also go up. 36 hole tournaments also have higher prize money than 18 hole tournaments.

Match Play Tournament

This game has five computer opponents who challenge you one by one, each progressively more difficult to beat. If you keep winning against these opponents, your prize money increases. Note: If nobody has won by the final hole of the match play tournament, a sudden death play off will start from the first hole.

Bet On 1 Hole

You can compete with the CPU player whose rank is the same as yours to win prize money on every hole, however, there is also the possibility of LOSING money if you lose a hole. If you lose, the amount of the bet will be deducted from your total prize money. If you keep winning, the amount of the bet will increase.

CONTINUE

This will allow you to continue a paused or interrupted game.

VIEWING AND OPERATING ON THE PLAY SCREEN

2-D SCREEN

This screen shows important factors to be decided such as the direction the player is facing, the club to be used, swing speed, and ball spin.



Hole No.
Distance
Par

Wind

Remaining
Distance

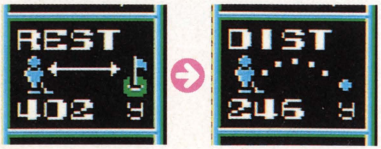
Shot
1 Player/2 Players

Important
Shot Factors
(Swing Speed)
(Club Choice)
(Ball Spin)

- Complete map of the course
- The dark green areas are out-of-bounds

■Remaining Distance and Carry

This shows the remaining "straight line" distance from the player's position to the hole.
This shows how far the ball carried after being hit.





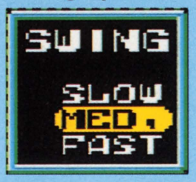


Select from one of the options in the three swing factors (swing speed, club to be used and the part of the ball to be struck) by pressing the top or bottom of the ✣ Control Pad, followed by the A Button.

Press the B Button to back up by one swing factor. (The lie of the ball will be displayed if the B Button is pressed, and the mode for determining swing speed is on screen.)

Press the left and right sides of the ✣ Control Pad to decide the direction the player is to face while hitting.

①Swing Speeds



Slow: Use this to keep the swing speed slow for a more controlled shot.

Med : Use this to make a standard swing.

Fast : Use this to hit the ball fast and make it carry further.

②Club Choice



Select the club you want to use.



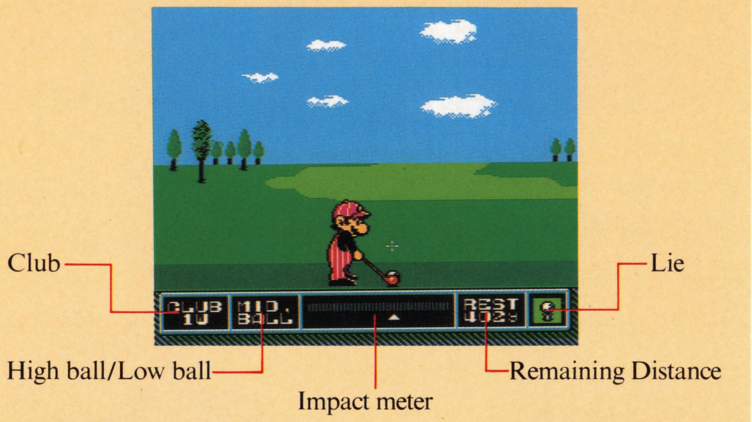
③Top Spin and Back Spin



- Hit the ball at the top to apply top spin. When the ball lands it will roll further.
- Hit the ball at the bottom to apply back spin. When the ball lands it will stop quickly and/or roll backwards.

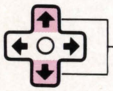
3-D SHOT SCREEN

This is the screen for carrying out shots.

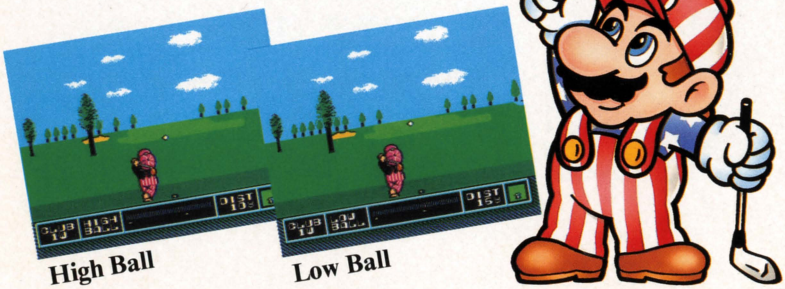


This screen is where you play your shots.

■Hit a high ball or low ball



Press the ✣ Control Pad to decide the flight of the ball.
Don't press the control pad and the ball will be hit normally.



■Taking a Shot

1. Back swing start



The first press of the A Button starts the shot; the player begins the back swing.

2. Top Position



The second press of the A Button decides the top position, which determines how hard the ball is hit.

3. Impact

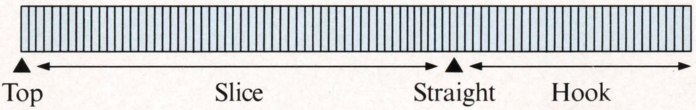


The third press of the A Button decides the impact, or whether the shot is a slice, straight, or hook shot.

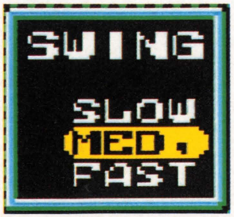
Note: It is possible to make fine adjustments in the direction on the 3-D screen.

■Slicing and Hooking the Ball

Depending on the impact position determined by the impact meter, the ball can be hit so that it curves right (slice shot) or left (hook shot).



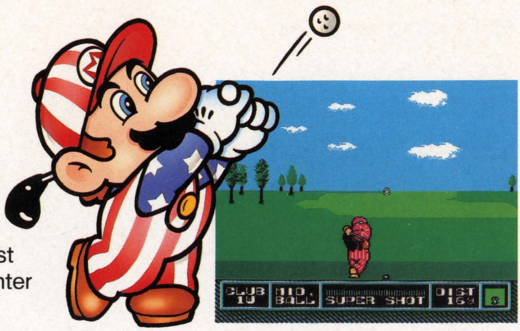
- Swing Speed Slow makes the distance about 10% shorter than Medium Speed.
 Swing Speed Fast makes the distance about 10% longer than Medium Speed.





SUPER SHOT

You can make a SUPER SHOT by using a 1W. To make a Super Shot, the swing should stop farthest left and impact in the center of the impact bar.



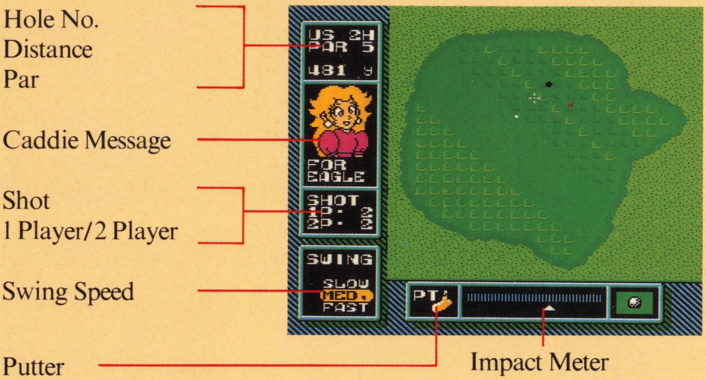
There are seven kinds of lie for the ball.

	Club	Distance	Randomness
Tee Shot	Wood Iron	100% 100%	0% 0%
Fairway	Wood Iron	100% 100%	0% 0%
Shallow Rough	Wood Iron	80% 90%	10% 10%
Deep Rough	Wood Iron	70% 80%	20% 20%
Bunker	Wood Iron	80% 70%	10% 5%
Ball partially embedded in bunker	Wood Iron	60% 50%	15% 10%
Ball completely embedded in bunker	Wood Iron	50% 40%	20% 15%

Keep in mind that it is very difficult to judge the distance when you shoot from the rough or sand. It might be shorter or longer than you think. When you shoot a ball buried in a sand bunker you cannot hit a long distance. The distance given for each club reflects the distance the ball will travel including how far it will roll on the ground. Therefore, if the ball falls in the rough or in sand it will not roll as far and the total distance will be shorter than the indicated distance for that club.

2-D GREEN SCREEN

This is the Screen where you do your putting. You can change the swing speed if you want to.



- The >< symbols represent the coarseness and lie of the grass.
- The bigger the >< symbols are, the bigger the effect on your putt.

Types of Green

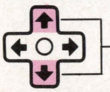


Has a weak effect on putt

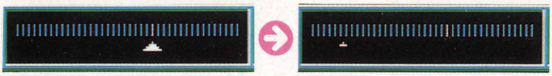


Has a strong effect on putt

Putting



Press the top and bottom of the ✣ Control Pad to decide the putting speed.



Press the A Button to make Mario start the back swing. The triangular indicator will begin to move.

Press the A Button again to select the top position to determine the distance the ball will roll.



Press the A Button twice to putt. The ball will roll in the direction of the + symbol, so be sure to make the correct adjustments to the ball's direction before putting. A putt that is made with only one press of the A Button will go all the way to the left, return to the right, and then barely tap the ball with the putter- very handy for those real short putts.

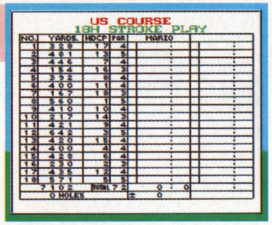
SCREENS YOU CAN VIEW DURING PLAY

Press the Select Button during the game to view these screens:





Score Card



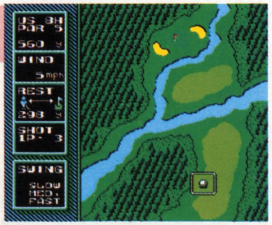
Green

You can check the status of the green during play.



Lie

You can check the condition of the ground where the ball lies.



Course

On long holes you can look at the entire layout of the hole by scrolling up or down with the ✣ Control Pad.

Replay

You can watch a replay of the shot you've just taken. Both players' last shot can be replayed on the two-player game. Note, however, that the computer player's shots cannot be replayed.

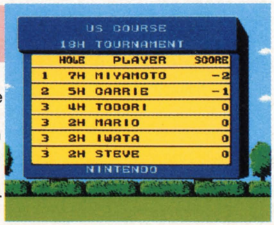
Give Up

This can be used during match play. The player that gives up loses the game.



Leader Board

Whenever you attend a stroke tournament your ranking in the tournament will be displayed here.



TOURNAMENT PRIZE MONEY

1. Prize money will differ according to your rank.

2. Longest Drive Contest

 If you make the longest tee shot among all the players on a specified hole you'll win the Longest Drive Contest, which means winning extra prize money, too.
 But remember... you can only win if your drive is on the fairway!





3. Closest To The Pin Contest

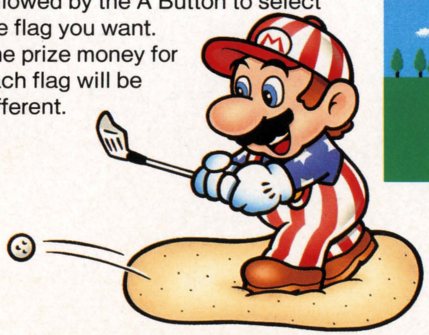
 In this contest you and your opponents make tee shots on a specified hole; if your tee shot is closest to the pin, you win the contest and receive prize money.

4. Hole-In-One

 You'll receive prize money if you make a hole-in-one.

5. Contest Prize Money is received from one of three flags. Press the left and right sides of the ✣ Control Pad followed by the A Button to select the flag you want.
 The prize money for each flag will be different.





TOTAL PRIZE MONEY

Players whose ranking is lower than those listed below will also get prize money.

■Stroke play Tournament

36-Hole Stroke play Tournament

Professional Tournament	Winner	$100,000
	2nd	$ 70,000
	3rd	$ 50,000
Semiprofessional Tournament	Winner	$ 50,000
	2nd	$ 35,000
	3rd	$ 28,000
Amateur Tournament	Winner	$ 35,000
	2nd	$ 20,000
	3rd	$ 15,000
Beginner Tournament	Winner	$ 25,000
	2nd	$ 15,000
	3rd	$ 10,000

18-Hole Stroke play Tournament

Professional Tournament	Winner	$ 60,000
	2nd	$ 45,000
	3rd	$ 35,000
Semiprofessional Tournament	Winner	$ 35,000
	2nd	$ 25,000
	3rd	$ 15,000
Amateur Tournament	Winner	$ 25,000
	2nd	$ 15,000
	3rd	$ 10,000
Beginner Tournament	Winner	$ 15,000
	2nd	$ 8,000
	3rd	$ 5,000

■Match play Tournament

36-Hole Match play Tournament

	Professional Match Play	
①	1 Win	$ 20,000
②	2 Wins in a row	$ 30,000
③	3 Wins in a row	$ 50,000
④	4 Wins in a row	$ 80,000
⑤ Over	5 Wins in a row	$100,000

	Semiprofessional Match Play	
①	1 Win	$ 10,000
②	2 Wins in a row	$ 15,000
③	3 Wins in a row	$ 25,000
④	4 Wins in a row	$ 35,000
⑤ Over	5 Wins in a row	$ 50,000

	Amateur Match Play	
①	1 Win	$ 7,000
②	2 Wins in a row	$ 10,000
③	3 Wins in a row	$ 15,000
④	4 Wins in a row	$ 25,000
⑤ Over	5 Wins in a row	$ 35,000

	Beginner Match Play	
①	1 Win	$ 5,000
②	2 Wins in a row	$ 7,000
③	3 Wins in a row	$ 10,000
④	4 Wins in a row	$ 15,000
⑤ Over	5 Wins in a row	$ 25,000

18-Hole Match play Tournament

	Professional Match Play	
①	1 Win	$ 10,000
②	2 Wins in a row	$ 20,000
③	3 Wins in a row	$ 30,000
④	4 Wins in a row	$ 40,000
⑤ Over	5 Wins in a row	$ 60,000

	Semiprofessional Match Play	
①	1 Win	$ 7,000
②	2 Wins in a row	$ 10,000
③	3 Wins in a row	$ 15,000
④	4 Wins in a row	$ 25,000
⑤ Over	5 Wins in a row	$ 35,000

	Amateur Match Play	
①	1 Win	$ 5,000
②	2 Wins in a row	$ 7,000
③	3 Wins in a row	$ 10,000
④	4 Wins in a row	$ 15,000
⑤ Over	5 Wins in a row	$ 25,000

	Beginner Match Play	
①	1 Win	$ 3,000
②	2 Wins in a row	$ 5,000
③	3 Wins in a row	$ 8,000
④	4 Wins in a row	$ 10,000
⑤ Over	5 Wins in a row	$ 15,000

■Price to be bet on 1 hole

	1H	2H	3H	4H	5H	6H	Over 7H
Professional	$2,500	$3,500	$5,000	$7,000	$9,000	$12,000	Same as 6H
Semiprofessional	$2,000	$2,500	$3,500	$5,000	$7,000	$10,000	
Amateur	$1,000	$1,500	$2,500	$3,500	$5,000	$ 7,000	
Beginner	$ 500	$1,000	$1,500	$2,000	$2,500	$ 7,000	

PLAYER RANK

Each player's rank is decided by stroke play results. Your rank will improve when the average scores of the two most recent stroke play contests are according to the below list.



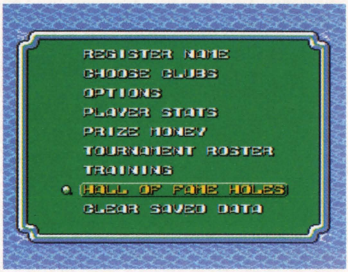
RANK	AVERAGE SCORE	RANK SYMBOL
▶ Beginner	94 or over	B
▶ Amateur	84-93	A
▶ Semi-Professional	76-83	SP
▶ Professional	75 or less	P



You can only improve by one rank at a time and your rank cannot be downgraded. The player's current rank symbol will be displayed on the title screen's notice board.

CLUBHOUSE

This is where you register your name for a tournament, review your player data, deposit prize money at the Course Bank, and select your clubs.



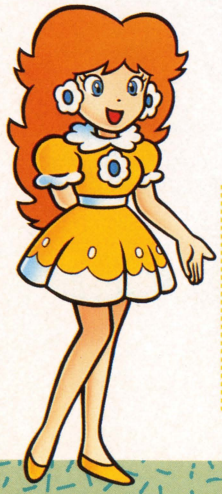
Register Name



You can register only one player's name.

- ▶Use the ✣ Control Pad to move Mario to the appropriate alphabet key, then press A Button.
- ▶Press the Decided Button to save your name.

Choose Clubs



Use this item to choose the clubs you want to use.



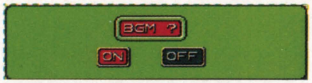
CLUB	CARRY
1W	260y
2W	240y
3W	230y
4W	220y
1I	210y
2I	200y
3I	190y
4I	180y
5I	170y
6I	160y
7I	150y
8I	140y
9I	130y
PW	120y
SW	110y
PT	32y

Data: Swing Speed Med

▶ Press the A Button to select the clubs you will use. Press the A Button again to cancel your selection.
▶ A total of 14 clubs may be carried. The putter cannot be cancelled.
▶ You can select each set of clubs separately for Player 1 and Player 2.

Options

You can set the following options.
The one that is flashing red will be selected. Press the left and right sides of the ✣ Control Pad followed by the A Button.
You can choose the previously selected option by using the B Button.
Place the cursor over the Decided Button, then press the A Button.
●This setting also works in the two-player mode.



Choose whether or not you want to hear background music.



Choose the DEFAULT position for swing speed. If you choose OFF the previous setting will be saved to memory.



Choose the DEFAULT position for putt swing speed. If you choose OFF the previous setting will be saved to memory.



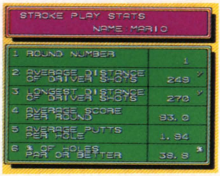
Choose the DEFAULT position for the type of spin you want to give the ball. If you choose OFF the previous setting will be saved to memory.

Player Stats

The results of your play are saved as Player Stats.

Note: Only Mario's results are saved, but none of the results in the 2-Player mode are saved. Also, game play in the MATCH PLAY modes will not be reflected in the player stats if the match ends after 18 holes with a tie.





▶ Play stats for stroke play (1 Player Game Only)
▶ Play stats for match play (VS Computer Opponent Only)
▶ Play stats for stroke play tournament
▶ Play stats for match play tournament

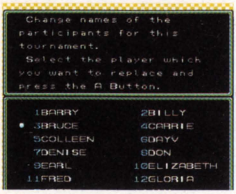
■ Prize Money

The total prize money that you've received so far appears.

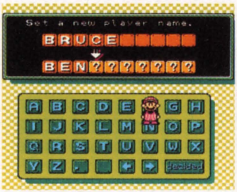


■ Tournament Roster

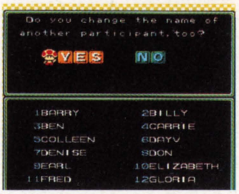
You can change the names of the players participating in the stroke play tournament.



Select the name of the tournament participant you want to change.



Changing names is done in the same way as saving a player's name.



When you want to change more than one name, select YES at the YES/NO screen.

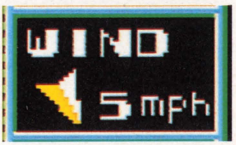
■ Training

You can practice a specified hole on a course of your choice.

①Select the course on which you want to practice by using left and right sides of the ✣ Control Pad, and the hole by pressing the top and bottom of the ✣ Control Pad, then press the A Button.



②You can select the wind direction with the A Button and the wind speed with the B Button of controller 2.



Controller 2

A Button ▲→◢→►→◥→▼→◣→◄→◤→▲

B Button 0·1·2·3·4·5·6·7·8·9 MPH

③ You may repeat the same shot by pressing the Start Button during training.

④ You can go back to the course select screen by again pressing the Start Button.

■ Hall of Fame Holes

The following are the four types of shots that will be saved to memory if you achieve them:

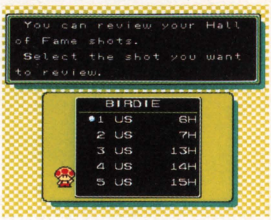
Hole-In-One

Albatross

Eagle

Birdie

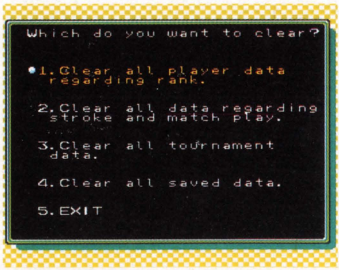




You can relive the excitement of these shots by selecting the desired hole.
Note: Hall of Fame Holes will only be saved when you play as Player 1 (Mario).

■ Clear Saved Data

You can clear data that has been saved to memory so far. Select one of the four data clear methods, then press the A Button.







HOW NES OPEN GOLF RULES DIFFER FROM REAL GOLF

1. Out of Bounds (OB)

When the ball goes off the screen or into the Dark Green areas, it is out of bounds. Two strokes will be added to your score and the ball will be returned to the spot from which it was hit.

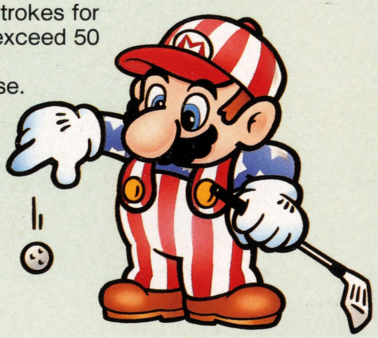
2. Water Hazard

When the ball lands in the water, one stroke will be added to your score and the ball moved to a suitable point on land. But watch out... sometimes the ball will hit water and skip to the land without a penalty.

3. Stroke Limit

You are limited to 50 strokes for one hole. Even if you exceed 50 strokes the number of strokes will not increase.

Note: There are other rules that differ slightly from real golf.



OTHERS

In the case of short holes, the distance to the hole is measured from the tee to the center of the green. Since REST is the distance from the player to the cup, these two measurements could sometimes differ.

HINTS FOR BETTER GOLFING



- Be persistent and practice frequently. Soon you'll be making money just like the pros!
- Use the wind to your advantage. It does NOT have to be to your back to be an advantage.
- Select your clubs carefully. As you become more experienced you'll find that some clubs are being used less than others or not at all. Try different clubs and experiment.
- Make note of the holes on which you have problems, then practice them in the Practice Mode.





COURSE DATA

US COURSE			
NO.	YARDS.	HDCP	PAR
1	328	17	4
2	481	13	5
3	446	7	4
4	154	16	3
5	392	8	4
6	400	11	4
7	167	18	3
8	560	1	5
9	410	10	4
10	217	14	3
11	421	9	4
12	642	3	5
13	420	15	4
14	400	4	4
15	428	6	4
16	230	2	3
17	435	12	4
18	571	5	5
7102		TOTAL	72
0 HOLES			

JAPAN COURSE			
NO.	YARDS.	HDCP	PAR
1	400	17	4
2	392	14	4
3	534	16	5
4	202	13	3
5	410	8	4
6	166	11	3
7	535	10	5
8	464	12	4
9	418	1	4
10	350	15	4
11	368	7	4
12	535	6	5
13	160	18	3
14	464	4	4
15	410	5	4
16	192	9	3
17	432	3	4
18	605	2	5
7037		TOTAL	72
0 HOLES			

UK COURSE			
NO.	YARDS.	HDCP	PAR
1	418	15	4
2	393	12	4
3	550	6	5
4	221	10	3
5	431	2	4
6	357	7	4
7	428	1	4
8	201	17	3
9	528	13	5
10	325	11	4
11	424	3	4
12	162	14	3
13	571	18	5
14	403	4	4
15	410	8	4
16	571	16	5
17	196	5	3
18	460	9	4
7049		TOTAL	72
0 HOLES			

		COURSE			
NO.	NAME:			NAME:	
1					
2					
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TOTAL							
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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interence will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the product or component part, at its option, free of charge.

WARRANTY SERVICE

To receive this warranty service:

1. **DO NOT** return your product to the retailer.
2. Please call Nintendo's **WORLD CLASS SERVICE**[sm] Center at 1-800-255-3700. Our hours of operation are from 4:00 am to Midnight, Pacific Time Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest Nintendo **WORLD CLASS SERVICE**[sm] location for prompt, professional warranty service.

 To satisfy the needs of our customers, Nintendo maintains a nationwide network of **Authorized WORLD CLASS SERVICE**[sm] **CENTERS** located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial numbers have been altered, defaced, or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from State to State.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive service after the expiration of your warranty:

1. Please call Nintendo's **WORLD CLASS SERVICE**[sm] Center at 1-800-255-3700. Our hours of operation are from 4:00 am to Midnight, Pacific Time Monday through Saturday, and from 8:00 am to 5:00 pm, Pacific Time Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest Nintendo **WORLD CLASS SERVICE**[sm] location for prompt, professional repair and replacement components.

 To satisfy the needs of our customers, Nintendo maintains a nationwide network of **Authorized WORLD CLASS SERVICE**[sm] **CENTERS** located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

Need help with installation, maintenance or service? Call 1-800-255-3700.

Nintendo®

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